SRP 2001

Sourcebook, Adventure, and Sholari Screen

Dysha Summary

Dysha	Range	Isho	Moon Requirements	Diff	Damage	Effect
Bell	20	5	Launtra 10, Ebba 6, Desti 1	M	n/a	Makes sound for 2 seconds
Blinding	20	5	Shal 8, Launtra 6, Desti 3	M	n/a	Blinded for 10 seconds
Body Freeze	10	35	Shal 16, Desti 10	H	n/a	Loss of motion for 10 seconds
Body Shield	n/a	30	Gobey 12, Launtra 6, Tra 2	M	n/a	Covers body for 10 minutes
Brain Blast	10	5	Shal 16, Desti 10	H	1 Stamina	-5 Advantage for 3 rounds
Bubble	10	20	Gobey 12, Ebba 2, Tra 1	M	n/a	Hemisphere shield
Cage	10	40	Gobey 12, Desti 8, Ebba 6, Tra 1	V	L Blast	Bubble around target; Lightning Blast when it falls
Calm Animal	20	10	Shal 5, Tra 1	E	n/a	Animal calms
Cast Energy	20	10	Du 10, Desti 4	H	Cast Energy	6' orb of intense heat
Constrictor	10	75	Ebba 15, Gobey 12	V	Constrictor	Confines target; may sever
Crater	10	30	Du 15, Desti 8	V	Crater	12' orb of fire
Craze	10	5	Shal 16, Desti 4, Tra 4	V	n/a	Fits for 5 rnds, 1d6-1d6 sup wounds (<0=0)
Create Warp	5	100	Tra 16	V	n/a	Opens warp for 10 seconds
Deflector	n/a	1	Tra 4	E	n/a	Redirects dysha around caster
Drain	20	40	Shal 18, Tra 8, Desti 4, Du 3	V	n/a	-1/2 Isho/rnd for 3 rnds
Faint	20	20	Shal 8, Tra 2	E	n/a	Target faints
Faint Touch	n/a	1	Shal 8, Launtra 4, Tra 2	M	n/a	Target faints
Fire Touch	n/a	5	Launtra 5, Du 5	E	Fire Touch	Burns
Flingers	40	10	Du 3, Ebba 1	E	Cast Energy -5	Five 1" orbs
Frost Bolt	20	20	Desti 10, Du 4, Gobey 2	M	Frost Bolt	Bolt of intense cold
Healer	n/a	10	Launtra 5, Shal 3, Desti 1, Tra 1	M	n/a	Restores 2 Stamina; heals superficial wound
Inner Ear	n/a	10	Tra 6, Launtra 4	M	n/a	Hear other location
Inner Eye	n/a	20	Tra 8, Launtra 6	H	n/a	See other location
Levitate	n/a	20	Ebba 8, Tra 3	M	n/a	Levitates caster 12' in 10 seconds
Lightning Blast	40	10	Desti 3	E	L Blast	Flame damage
Lightning Strike	20	40	Desti 14, Ebba 10, Shal 4	H	L Strike	Knocks target back
Night Eyes	n/a	1	Launtra 8, Tra 2	M	n/a	Increases vision in darkness for 10 seconds
Orb of Light	40	1	Du 1	E	n/a	Illuminates area
Penetration Bolt	10	50	Desti 16, Tra 10	V	L Blast	Automatically penetrates armor to damage body
Ping	10	3	Ebba 7	H	Cast Energy -2	3" orb
Power Hold	10	3	Ebba 10, Gobey 3	M	n/a	4 confining rings
Power Orb	10	5	Ebba 5	M	Power Orb	1' orb that pushes hard
Push	10	3	Ebba 3	E	Power Orb -2	1' orb that pushes gently
Quantum	20	5	Du 7	M	Cast Energy -3	3' orb of heat
Reflect	n/a	50	Tra 10	H	*	Redirects dysha where caster wants
Scramble	10	50	Shal 14, Desti 4	H	n/a	Cripples Moons (except Desti)
Shield	n/a	5	Gobey 5, Launtra 4, Tra 1	E	n/a	Protects on one side
Shield Implosion	10	50	Gobey 12, Ebba 10, Desti 2	V	Power Orb	Power Orb + 4 pts damage to shield/rnd for 5 rnds
Shield Shatter	20	20	Gobey 14	H	n/a	4 points damage to shield/rnd for 5 rnds
Spectral Stun	10	5	Du 10, Launtra 8	V	3 Stamina	-5 Advantage for 3 rnds
Spider Grip	n/a	10	Launtra 12, Ebba 6, Gobey 3	M	n/a	Can climb easily for 1 minute
Spinner	5	50	Ebba 15, Gobey 9, Tra 2, Du 1	V	n/a	Spins target for 5 rnds; drop object on failed Str roll
Stiff	40	15	Desti 7, Shal 2	E	Stiff	Drop object on failed Str roll; fall on failed Agil roll
Suspension Orb	5	25	Ebba 12, Gobey 9, Tra 4	H	n/a	Balloon that levitates target for 6 rnds
Tumble	n/a	10	Ebba 6, Launtra 3, Tra 1	E	n/a	Eases fall
Wall	10	60	Gobey 14, Ebba 8, Tra 1	H	n/a	30 sq. ft. shield

*Damage according to the original dysha cast

Dysha Benefits by Level

	Orb Bundles	Bolt Bundles	Range
Unfamiliar	–	–	–
Familiar	x1	x1	x1
Experienced	x3	x1	x2
Seasoned	x5	x10	x3

Constrictor Orb Penalties

Injury Location	Penalty
Arm	+0
Leg	-4
Body	-6
Head	-2
Rope	+6

Weapon Listings

Weapon	Advantage	Defense	Damage	Notes
Axe	-2	-4	Axe	4' long
Battleaxe	-4	-4	Battle Axe	5' long
Bite	+2	*	Bite	
Blaster pistol	+2	+2	B laster	Requires slab ammo; 5 shots/ power cell
Blaster rifle	+3	-1	Blaster +4	Requires slab ammo; 3 shots/power cell
Blaster turret	+4	-3	Blaster +8	Requires slab ammo; req. portable pile, or 2 power cells/ shot
Bola	+0	-1	Sling	Entangles
Bow	+0	+0	Bow	4 yules for 10 arrows
Bow, long	+0	+0	Long Bow	4 yules for 10 arrows
Claws	+1	*	**	
Club	-2	-2	Club	
Crossbow	+0	+0	Crossbow	10 yules for 12 bolts
Crossbow, heavy	+0	+0	Crossbow +2	10 yules for 12 bolts
Field Ram pistol	+2	+0	Field Ram	10 shots/power cell
Field Ram rifle	+4	-2	Field Ram +3	2 shots/power cell
Field Ram turret	+6	-5	Field Ram +6	Requires portable pile, or 4 power cells/shot
Fist	+0	*	Fist	
Halberd	-2	-1	Halberd	
Kick	+0	*	Kick	
Knife	+2	*	Knife	
Knife, throwing	+0	*	Throwing Knife	
Laser pistol	+1	+0	Laser	20 shots/power cell
Laser rifle	+3	-1	Laser +4	8 shots/power cell
Laser scalpel	-3	-3	Knife +4	
Laser torch	+3	+0	Heat+4	Only available through black market
Laser turret	+5	-4	Laser +8	Requires portable pile, or 2 power cells/shot
Mace	+0	-2	Mace	
Mathin	+2	+0	n/a	Roll under Constitution or run!
Morning star	+0	-4	M Star	
Pike	-1	+0	Pike	
Pulsar pistol	+1	+0	Laser	30 shots/power cell
Pulsar rifle	+2	-1	Laser +4	8 shots/power cell
Pulsar turret	+3	-2	Laser +8	Requires portable pile, or 12 power cells/shot
Rock	+0	+0	Rock	
Shanthic blade	-1	-1	Sword + bonus***	Bonus to armor penetration***; -2 to hit
Sis-ganj	+1	*	Throwing Knife +1	
Sling	-1	+0	Sling	
Spear	+0	-1	Spear	
Spear, thrown	+0	-1	Throwing Knife +1	
Staff	+2	+1	Staff	5' to 8' long
Stunner pistol	+1	+0	10 Stamina	5 shots/power cell
Stunner rifle	+1	-2	14 Stamina	2 shots/power cell
Stunner turret	+3	-4	17 Stamina	Requires portable pile
Sword, hard-	+0	+0	1-handed Sword +1	Made of stone
Sword, one-handed	+0	+0	1-handed Sword	
Sword, two-handed	-1	-1	2-handed Sword	4.5' to 8' long
Thikes	+2	*	Knife	Use Fist to hit
Throw Explode	+0	+0	See Notes	Damage = Field Ram -2/yard away from point of explosion
Trident	+0	+2	Trident	

*Use Defend without Weapon for this weapon.
**See Fist and Kick on page 8 of the Sholari's Companion.
***Damage and Penetration as One- or Two-handed Sword, plus bonus according to blade quality (+1 to +4)

Armor Advantage Penalty

Armor Type	Advantage Penalty
Ring Mail	-1
Thailierian Armor	-2
Locurian Grunder	-2
Deflector Armor	+0
Leather	+0

Weapon Skill Modifiers

Unfamiliar	-3
Familiar	-0
Experienced	+3
Seasoned	+5

Hit Locations

1-10	Body
11	Left Leg
12	Right Leg
13-14	Secondary Arm
15-18	Weapon Arm
19-20	Head

Skill Difficulties

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Range Combat Advantage

1d20 each round

1-5	An attack or defend is possible at -10 penalty. Evades are possible.
6-19	Player may attack.
20	Player may attack or defend. +5 to attack or defense roll.

Melee Combat Advantage

1d20 each round

1-5	No attack or defense possible
6-10	Defenseive tactices, such as a dodge or a block, are possible. Player cannot attack.
11-15	Player may either defend or attack.
16-19	Player may attack and defend in the same round.
20	Player may attack and defend in the same round. +5 to all attack and defense rolls.

Characters may attack with a non-attack Advantage, but suffer a penalty of -10 to all actions.

Characters may always evade.
Advantage in the round following an Evade is at -5
If you fall, it is another -5, and +5 to the attacker.

Aim Benefits

Success	Pistol	Rifle	Dysha	Thrown Item	Bow
1st	+4	+5	+4	+3	+4
2nd	+8	+10	+6	+5	+8
3rd	+10	+15	+7	+8	+12
4th	+12	+20	+8	+10	+16

One Combatant versus Two or More

1-5	No attack or defense
6-10	One attack or one defense
11-15	One attack or two defends
16-19	Two attacks, two defends, or one attack and one defense
20	Same as above, but with +5 to <u>all</u> rolls for success

Range Combat

Look up the character's Rank to hit with range weapon.

Subtract the number found on the chart below from the character's Rank. The numbers are penalties to hit stationary, moving, and running targets at various ranges. Roll 1d20 against the modified Rank.

The target is hit if the roll is lower than or equal to the modified Rank.

Base number (in yards) for stationary, moving, running

Weapon	0-10	10-20	20-35	35-50
Bola	-1,2,6	6,10,14	12,19,21	19,26,37
Knife, throwing	0,4,9	7,11,15	13,20,27	–
Rock	-1,2,6	6,10,14	12,19,25	19,26,37
Spear	0,3,7	4,7,11	8,14,17	13,21,27
Sling	-1,2,6	4,7,11	15,22,28	–

Weapon	0-10	10-25	25-50	50-100	100-200
Bow	-2,1,4	0,3,7	4,7,12	10,15,21	17,24,39
Bow, long	-2,1,4	0,3,7	4,7,12	9,11,17	15,22,27
Crossbow	-2,0,3	-1,2,7	3,6,11	9,14,20	17,24,29
Dysha	-2,0,4	-1,2,9	3,7,12	10,14,20	16,23,33
Pistol	-2,0,4	-1,2,7	3,6,11	8,13,19	13,20,25
Rifle	-2,0,4	-1,2,7	2,5,10	5,9,15	9,14,20

Melee Combat Advantage Modifiers

Defender is slightly surprised	+5 to Attacker
Defender is unprepared	+5 to Attacker
Defender has fallen, is on ground	+5 to Attacker -5 to Defender
Attacker charging at full speed	+5 to Attacker
Defender is flanked	+5 to Attacker
Attacker is behind Defender	+10 to Attacker
Attacker is above Defender	+5 to Attacker
Poor footing	-1 to -10 to all
Poor mobility	-1 to -10 to all
Poor visibility	-1 to -10 to all

Injury penalties:	Superficial	-1
	Minor	-2
	Major	-4
	Critical	-5

Called Shots

Location	Penalty
Body	0
Legs	5
Head	7
Arm	9

These penalties are for human targets. Creatures with different proportions (or different body parts) will list the penalties to hit their various body parts.

Melee Combat

Compute modifier(s) for Attacker's weapon; attack type; and Advantage.
Compute modified Rank.
Roll 1d20 against modified Rank.
If the attack roll is successful, defender may roll to evade or block.

Special Attacks

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Penetration and Injury Bonus

Attack Type	Armor Penetration Bonus	Injury Bonus
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Armor Penetration

Roll 2d6 • Add Injury Bonus • Add any attack bonus
Weapon penetrates armor if roll is greator than or equal to the number below.

	Knife Sis-ganj 1-h Sword 2-h Sword	Axe B-axe Halberd	Bola Club Mace Rock Sling Staff	M Star Pike Spear Teeth/Claws Thikes Trident	Bow	Crossbow Longbow	Fist Kick
Carapace	9	7	6	7	7	6	10
Deflector Armor	9	9	11	10	9	8	11
Leather	7	6	6	7	6	5	8
Locurian Grunder	9	8	7	8	8	6	9
Ring Mail	8	7	6	7	6	5	9
Thailierian Armor	10	10	9	9	10	8	10

Wounds and Healing

Damage is subtracted from Stamina at twice the Advantage penalty for each wound. Bludgeon damage is twice normal.

Wound	Advantage Penalty	Normal Damage	Bludgeon Damage
Superficial	-1	-2	-4
Minor	-2	-4	-8
Major	-4	-8	-16
Critical	-5	-10	-20
Death	Dead	Dead	Dead

Normal recovery is 1 Stamina point per week. Successful Constitution roll permits an additional 1d3. Wounds heal simultaneously. Healer dysha increases healing rate according to dysha description. If a character suffers 2 x his Constitution in Stamina loss, he dies from shock.

Effects of Wounds

	Arm	Leg	Body	Head
Superficial	-1 to Advantage until rested.	Defender falls on failed Agility roll. -1 to Advantage until rested.	-1 to Advantage until rested.	Defender unconscious on failed Constitution roll -5. No penalty for non-bludgeon weapons. Lasts 1d20 seconds. -1 to Advantage until rested.
Minor	Defender drops what is in hand on failed Strength roll. -2 to Advantage until treated.	Defender falls. -2 to Advantage until treated.	No attack this round. -5 to Advantage next round. -2 to Advantage until treated.	Defender unconscious on failed Constitution roll -5. Lasts 1d6 minutes. -2 to Advantage until treated.
Major	Defender drops what is in hand. Cannot use arm until treated. -4 to Advantage until healed.	Defender falls and cannot get up. Cannot use leg until treated. -4 to Advantage until healed.	Defender falls. Cannot get up on failed Constitution roll. -4 to Advantage until healed.	Defender unconscious for 1d20hours. -4 to Advantage until healed.
Critical	Defender cannot use arm. Counts as major wound to the body. -5 to Advantage.	Defender falls. Cannot walk. Counts as major wound to the body. -5 to Advantage.	Defender falls. Unconscious on failed Constitution roll. Will die in a few minutes without treatment. -5 to Advantage.	Coma for 1d20 days, starting immediately. -5 to Advantage upon regaining consciousness.
Death	Arm destroyed or severed. Counts as critical wound to the body.	Leg destroyed or severed. Counts as critical wound to the body.	Death	Death

Range Weapon Damage

	Bow	Bow, Long	Cross Bow	Knife, Throwing	Rock	Sling	Blaster	Field Ram	Laser
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Sup	Minor	Minor	Sup	Sup	Sup	Minor	Sup	Sup
5	Minor	Minor	Minor	Minor	Sup	Sup	Minor	Sup	Minor
6	Minor	Major	Major	Minor	Sup	Minor	Major	Sup	Minor
7	Major	Major	Major	Major	Sup	Minor	Major	Minor	Minor
8	Major	Major	Major	Major	Minor	Minor	Critical	Minor	Major
9	Critical	Critical	Critical	Critical	Minor	Minor	Critical	Minor	Major
10	Critical	Critical	Critical	Critical	Minor	Major	Death	Major	Major
11	Death	Death	Death	Death	Minor	Major	–	Major	Critical
12	–	–	–	–	Major	Critical	–	Major	Critical
13	–	–	–	–	Major	Critical	–	Critical	Death
14	–	–	–	–	Critical	Death	–	Critical	–
15	–	–	–	–	Death	–	–	Death	–

Incidental Damage

	Thombo Kick	Falling Object	Falling
2	None	None	Sup
3	None	None	Sup
4	None	Sup	Sup
5	Sup	Sup	Minor
6	Sup	Sup	Minor
7	Sup	Minor	Minor
8	Sup	Minor	Minor
9	Minor	Minor	Minor
10	Minor	Major	Major
11	Minor	Major	Major
12	Minor	Major	Critical
13	Major	Critical	Critical
14	Major	Critical	Death

Melee Weapon Damage

	Axe	Battle Axe	Bite	Club	Fist	Halberd	Kick	Knife	Mace	Morning Star	Pike	Spear	Staff	Sword 1-hand	Sword 2-hand	Trident
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Sup	Sup	Sup	Sup	Sup	Min	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Min	Sup
5	Min	Sup	Sup	Sup	Sup	Min	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Min	Min	Sup
6	Min	Min	Sup	Sup	Sup	Maj	Sup	Min	Sup	Sup	Min	Min	Sup	Min	Maj	Min
7	Min	Maj	Min	Min	Sup	Maj	Sup	Min	Min	Min	Min	Min	Sup	Maj	Maj	Min
8	Maj	Maj	Min	Min	Sup	Maj	Min	Maj	Min	Min	Maj	Maj	Min	Maj	Maj	Min
9	Maj	Crit	Maj	Min	Min	Crit	Min	Maj	Maj	Min	Maj	Maj	Min	Crit	Crit	Maj
10	Crit	Crit	Maj	Maj	Min	Crit	Min	Crit	Maj	Min	Crit	Crit	Min	Death	Death	Crit
11	Crit	Death	Maj	Maj	Min	Death	Maj	Crit	Crit	Maj	Crit	Crit	Maj	–	–	Death
12	Death	–	Crit	Crit	Maj	–	Maj	Death	Crit	Maj	Death	Death	Maj	–	–	–
13	–	–	Crit	Crit	Maj	–	Crit	–	Death	Maj	–	–	Crit	–	–	–
14	–	–	Death	Death	Crit	–	Crit	–	–	Crit	–	–	Crit	–	–	–
15	–	–	–	–	Death	–	Death	–	–	Death	–	–	Death	–	–	–

Dysha Damage

	Cast Energy	Constrictor	Crater	Fire Touch	Frost Bolt	Lightning Blast	Lightning Strike	Power Orb	Stiff
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
3	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup
4	Minor	Minor	Sup	Minor	Sup	Sup	Minor	Sup	Sup
5	Minor	Minor	Minor	Minor	Minor	Minor	Minor	Sup	Sup
6	Minor	Minor	Minor	Minor	Minor	Minor	Major	Sup	Sup
7	Minor	Minor	Minor	Minor	Minor	Minor	Major	Minor	Sup
8	Minor	Major	Major	Major	Major	Minor	Major	Minor	Sup
9	Major	Critical	Major	Major	Major	Minor	Critical	Minor	Sup
10	Major	Sever	Major	Major	Major	Major	Critical	Minor	Minor
11	Major	–	Critical	Critical	Major	Major	Death	Major	Minor
12	Major	–	Critical	Critical	Critical	Major	–	Major	Minor
13	Critical	–	Critical	Critical	Critical	Major	–	Major	Minor
14	Critical	–	Death	Death	Critical	Major	–	Major	Minor
15	Critical	–	–	–	Death	Critical	–	Critical	Minor
16	Death	–	–	–	–	Critical	–	Critical	Major
17	–	–	–	–	–	Critical	–	Critical	Major
18	–	–	–	–	–	Critical	–	Death	Major
19	–	–	–	–	–	Death	–	–	Major
20	–	–	–	–	–	–	–	–	Major

Heat Damage

2	Sup
3	Sup
4	Sup
5	Minor
6	Minor
7	Minor
8	Minor
9	Minor
10	Major
11	Major
12	Major
13	Critical
14	Critical
15	Critical
16	Death